12

13+ TEEN

ALL IN

SUPERMAN UNLIMITED

HOMECOMING

REIGN OF THE SUPERBOYS

SLOTT
MEYER
PERATELLI

Written and drawn by JAMAL CAMPBELL

ZATANNA #1

NEXT LEVEL

APRIL

© & TM DC.

THE GREATEST TOUR IN MAGIC BEGINS!

EMERALD CITY. THE CAPITAL OF EL CALDERO.

GREETINGS, MY LOYAL SUBJECTS! TODAY, IN FRONT OF THE *CASTLE OF KRYPTONITE*...

...THIS *FORTRESS* OF *PLENTITUDE*...

...WE *CELEBRATE* OUR NATION'S GREATEST *HERO*, WHO HAS ONCE AGAIN SAVED NOT JUST *US*, BUT THE *ENTIRE WORLD!*

KAL-EL, EL CALDERO *SALUTES YOU!*

THOUGH FOR NOW YOU MAY BE *MISSING IN ACTION*, WE KNOW IN OUR HEARTS THAT SOMEDAY YOU *WILL RETURN!**

AND UNTIL THEN, MY FRIEND, YOUR *SPIRIT* WILL LIVE ON IN *ALL OF US!*

*SEE THE EVENTS OF DC K.O. --PK

THE HEROES OF THE DC UNIVERSE HAVE EMERGED VICTORIOUS FROM THE KING OMEGA TOURNAMENT... THANKS TO SUPERMAN. KAL-EL OF KRYPTON SACRIFICED EVERYTHING TO BESTOW ALPHA ENERGY UPON EVERYONE AND BRING NEW HOPE TO THE COSMOS...AND DISAPPEARED IN THE PROCESS. NOW FOLLOWS A REIGN OF THE SUPERBOYS, INCLUDING JON KENT.

BESIDES MYSELF

WRITER: DAN SLOTT
ARTIST: LUCAS MEYER
COLORIST: GIULIANO PERATELLI
LETTERER: DAVE SHARPE
COVER ARTIST: TAURIN CLARKE
VARIANT COVER ARTISTS: GUILLEM MARCH, KAREN S. DARBOE, SALVADOR LARROCA
THINGS TO COME VARIANT COVER ARTIST: LUCAS MEYER
ASSISTANT EDITOR: JILLIAN GRANT
EDITOR: PAUL KAMINSKI
SUPERMAN CREATED BY JERRY SIEGEL AND JOE SHUSTER.
SUPERBOY CREATED BY JERRY SIEGEL.
BY SPECIAL ARRANGEMENT WITH THE JERRY SIEGEL FAMILY.

PRESIDENT CASTILHO. VICKI VALE OF THE GOTHAM GAZETTE. ARE YOU WORRIED WITH SUPERMAN MISSING...

...THAT WILL AFFECT THE SALES OF YOUR COUNTRY'S GREATEST EXPORT, KRYPTONITE?

GIVEN THAT THE PRIMARY USE OF GREEN K IS AS A WEAPON AGAINST THE MAN OF STEEL?

YOU ARE WRONG ON TWO COUNTS, MADAM.

FIRST, KRYPTONITE IS NO LONGER OUR TOP RESOURCE. THANKS TO THIS MAGNIFICENT FORTRESS...

...WE NOW POSSESS SOMETHING FAR MORE VALUABLE.

BRUNO, MY FAITHFUL RIGHT HAND, SHOW THEM.

KRYPTO-KNIGHTS, ASSEMBLE!

WHOA!

WHSSSHH

TOOOM

WE POSSESS ALL OF KRYPTON'S GIFTS!

ITS KNOWLEDGE! ITS TECHNOLOGY! ITS MIGHT!

BEHOLD! THE NEW

KRYPTO-KNIGHTS OF EL CALDERO!

AND AS FOR OUR *GREEN K*, MS. VALE, IT IS SO *MUCH* MORE...

...THAN A SIMPLE *WEAPON* FOR ATTACKING A KRYPTONIAN.

IT IS BEING USED TO BRING *POWER* TO REMOTE LOCATIONS...

...AND AS A *FUEL* FOR ROCKET SHIPS THAT WILL TAKE US ALL TO THE *STARS!*

WHO KNOWS WHAT MIRACULOUS USE...

"...SOMEONE WILL FIND FOR IT NEXT?"

INJECTING SUBJECT #06638 WITH *GREEN K SOLUTION 59.*

n : 06638

OOOH

ROOH

EEEK

HYAHH

A SECRET LABORATORY, SOMEWHERE IN METROPOLIS.

RWAHH!

NO DISCERNIBLE CHANGE.

MOVING ON...

RNGH

STOP HIM!

ONE OF THEM'S GOTTEN OUT!

KRUNG

HE'S IN THE VENTS!

WAKK

UNHH!

OOH UHH.

FLOOD THE WHOLE SECTION WITH KNOCKOUT GAS!

HURRY! IF HE GETS OUT--

"TOO LATE! NOTE THE TIME!"

"9:18 PM. TEN HOURS TILL SUNRISE..."

FLANG

"TEN HOURS UNTIL SUBJECT #06638 GETS EXPOSED TO YELLOW SUN RADIATION.

"AND THEN GOD HELP US ALL."

OOH UHRR HRARR!

"I'M CONFUSED. WHAT'S GOING ON? WHERE ARE WE?!"

Daily Planet

SUPERMAN IS STILL MISSING

SUPERBOY-PRIME IS STEPPING UP TO FILL HIS SPOT.

"Superman's Son, his previous replacement, was unavailable for comment"

ELSEWHERE.

FOR NOW, WE'RE IN A TIMELESS VOID. I'M SORRY, SUPERBOY. IT'S HARD TO EXPLAIN.

AND WHO ARE YOU?

I'M...HOW DO I SAY THIS...?

I'M YOU. YOU'RE ME.

I'M A LATER VERSION OF YOU. AND YOU'RE ME AS A KID.

AND BOTH OF US... WE'RE JONATHAN KENT.

YEAH. LIKE THAT WOULDN'T FRY YOUR BRAIN.

PLEASE! WHO ARE YOU?

I'M TOMORROW MAN!

WHO?

I'M...A FRIEND.

HEY! JON, LOOK. WE'RE BACK IN SMALLVILLE.

WE'RE HOME.

IS THAT-- SUPERBOY?

THIS ISN'T GOOD. THIS VERSION OF ME, HE WAS PLUCKED OUT OF TIME...

...BACK WHEN HE WAS TRAPPED AND TORTURED INSIDE A VOLCANO.

HE HASN'T BEEN AROUND PEOPLE OR OPEN SPACES IN MONTHS.

I THINK--NO. I KNOW THIS WOULD BE TOO MUCH FOR ME.

WHO'S WITH HIM?

WHO CARES. LOOK, IT'S SUPERBOY!

SUPERBOY, WHERE'VE YOU BEEN?

THOUGHT HE GOT OLDER.

HE'S BACK!

I CAN FEEL HIS HEART BEATING OUT OF CONTROL.

EVERYONE, PLEASE. CAN WE GIVE HIM SOME SPACE?

HEY, SUPERBOY!

WE'VE MISSED YOU!

SUPERBOY, OVER HERE!

SUPERBOY!

WE LOVE YOU!

GO AWAY!

VOICE LIKE A TORNADO!

I-I DIDN'T MEAN TO--

I KNOW.

STAY THERE. DON'T MOVE.

I'VE GOT THEM.

C'MON, LET'S GET OUT OF HERE!

WE COULD'A BEEN KILLED!

HOUSE OF PIZZA

Ted Shops

WHAT THE HELL'S THE MATTER WITH SUPERBOY?!

I--HE'S NOT HIMSELF, OKAY?

HE'S BEEN THROUGH A *LOT.* TRUST ME.

YEAH? AND *YOU* ARE...?

THE NAME'S *TOMORROW MAN.*

REALLY?

GIVE IT TIME.

IF YOU SAY SO.

THANKS.

ALL THOSE PEOPLE.

I ALMOST...

I'M SORRY.

I SHOULDN'T HAVE...

I'M SORRY.

I-I'M NOT SUPPOSED TO-- I *CAN'T* BE HERE!

I HAVE *TO GO!*

SMALLVILLE

HE'S BACKING AWAY. HE DOESN'T SEE IT!

JO--

SUPERBOY, LOOK OUT!

I'M SO *SO* SORRY!

I'M-- *WHAT?!*

SMALLVILLE

KONGG

FWOOOOSSH

I SAID, "STAY THERE. DON'T MOVE."

OF *COURSE,* HE DIDN'T. WHEN DID I EVER LISTEN TO ANYONE WHO WASN'T MOM OR DAD?

HEY, *KID!* *SNAP* OUT OF IT. I NEED YOUR HELP.

I CAN'T. I--

YOU OWE ME.

WHO'S YOUR *FRIEND?* WHO PULLED YOU OUTTA THAT VOLCANO?*

YOU.

YUP. GOOD OL' TOMORROW MAN. NOW *YOU* DO THE *HERO-THING.*

*SEE LAST ISSUE. --PK

I CAN *HOLD* THIS, BUT IT'S *OLD* AND IT'S ABOUT TO *GO--*

--AND *FLOOD* MAIN STREET! C'MON, *SAVE THE DAY!*

NO! I'LL SCREW UP AGAIN! I *CAN'T!*

I *KNOW* YOU! *TRUST* ME. YOU CAN *DO* THIS!

YOU'RE SUPERBOY

KRAKOOM

ICE BREATH!

GOOD JOB, KID. KNEW YOU HAD IT IN YOU!

HOW? I DON'T MEAN TO BE A JERK, BUT...

...I *JUST* MET YOU. I APPRECIATE THE SAVES AND ALL...

...BUT HOW CAN YOU *POSSIBLY* KNOW THAT?

THE SAME WAY I KNOW *EXACTLY* WHAT YOU NEED THE *MOST.*

C'MON.

WHERE ARE WE GOING?

METROPOLIS.

HOB'S BAY, METROPOLIS.

NOW *THAT'S* WHAT MAMMA BIBBOWSKI WOULD CALL A GOOD DAY'S WOIK.

TIME TO SHUT DOWN THE OL' ACE OF CLUBS, SUBS, AND PIEROGIES...

...AND GET TO *MY* FAV'RIT PART 'A THE EVENIN'...

...*EATIN'* THE BEST DANG GRUB IN ALL 'A HOB'S BAY.

WHICH'D BE *MY* GRUB, OF COURSE.

MMMM. PIEROGIES...

KRSSH

WHO'S DERE?!

C'MON! SHOW YERSELF, YA MEDDLESOME MISCREANTS!

I'LL POP YA ONE RIGHT IN THE--

--MONKEY?!

MMMPH?

HEY! THOSE ARE *MY* PIEROGIES! YOU *CAN'T* EAT THOSE!

NOT WITHOUT A SODER TO WASH 'EM DOWN.

POP

HERE YA GO. I CAN'T BLAME YA.

THEY SMELL REAL GOOD, HUH?

YEAH. I CAN TELL, YOU GOT TASTE!

OOOH UHHH.

YER WELCOME. SO WHAT'S YER NAME, PAL?

WHAT'S THAT SAY?

"BEPPO"?

I'M BIBBO.

I am... Beppo.

CLICK!

I'M BIBBO.

I am... Beppo.

BIBBO.

Beppo.

BIBBO!

BIBBO!

Beppo.

BIBBO!

Beppo.

BIBBO!

Beppo.

BIBBO!

Beppo.

"THANK YOU FOR COMING, BRUCE, BUT YOU DIDN'T HAVE TO CHECK IN ON ME..."

...I'M OKAY. HONEST.

I KNOW, BUT *HE* WOULD WANT ME TO.

CAN'T ARGUE WITH THAT.

I THOUGHT YOU WERE PARTNERING WITH *TIM* AGAIN.

TIM IS TAKING A BREAK.

SO WHY IS *DAMIAN* HERE?

I MEAN, YOU'RE *BATMAN.* I'M SURE THERE'S A PERFECTLY GOOD REASON.

IT'S THE DOG. HE MISSED THE DOG.

I GET THAT.

SO IS THERE *ANY* WORD ON CLARK?

I'VE USED EVERY TOOL AT MY DISPOSAL. MAGICAL CONTACTS. ALL THE EQUIPMENT ON THE JLU WATCHTOWER.

AND A FEW TOOLS EVEN THE *LEAGUE* DOESN'T KNOW ABOUT. THERE'S NO TRACE OF HIM.

3822 W. MAIN STREET, METROPOLIS.

BUT HE'S *SUPERMAN.* HE'LL RETURN.

I HAVE FAITH.

THE SAME. HOW COULD YOU NOT? IT'S *CLARK.*

ROBIN AND I WILL BE GOING NOW.

UNLESS THERE'S ANYTHING ELSE YOU NEED, MS. LANE. ANYTHING.

WELL, THERE'S ***JON.*** I HAVEN'T HEARD FROM HIM IN DAYS.

WHICH IS FINE. HE'S A GROWN MAN, BUT...

...***SUPERBOY-PRIME*** IS HERE IN METROPOLIS, FILLING IN FOR CLARK.

IT SHOULD BE ***JON*** DOING THAT. LIKE HE HAS ***BEFORE.*** THAT'S HIS ***LEGACY.*** HIS...

...SORRY. THAT'S NOT IMPORTANT. WHAT MATTERS IS...I CAN'T FIND MY SON.

I THINK YOU'LL FIND...

...HE'S RIGHT ***HERE.***

MOM?

JON?

WHOEVER YOU ARE, I *SWEAR* IF THIS IS A *TRICK*--

IT'S NOT. I PROMISE.

IT'S *HIM*. I CAN *TELL*. BUT *HOW*?! RED K? *MAGIC*?

TIME TRAVEL.

YOU IN THE MASK. WHO ARE YOU?

TALK. NOW.

TEK

SUPERBOY? IS THAT YOU? FOR REAL?

RRRUFF

I GO BY *TOMORROW MAN*, AND...

...I'M A HERO, BATMAN. FROM THE *FUTURE*.

AND I HAVE TO BE *VERY* CAREFUL WHAT I SAY HERE, FOR THE SAKE OF THAT BOY'S TIMELINE.

AND I HAVE TO BE *EXTRA* CAREFUL *HOW* I SAY IT.

I'M DOING MY LEVEL BEST TO DISGUISE MY VOICE FROM BATMAN, FROM MY BEST FRIEND...

...AND FROM THE WORLD'S BEST INVESTIGATIVE JOURNALIST... WHO'S ALSO MY **MOM**.

THE FABRIC IN YOUR UNIFORM HASN'T BEEN INVENTED YET.

AND YOUR CHRONAL SIGNATURE DOES NOT LINE UP WITH OURS.

YOUR STORY HOLDS. FOR NOW.

WHY ARE YOU HERE?

I'VE RETURNED JON TO A TIME *CLOSE* TO WHEN HE WAS TAKEN AWAY.

AND I'VE BROUGHT HIM HOME FOR A *SECOND* CHANCE. TO HAVE THE CHILDHOOD...

...HE DESERVES. THIS IS A KINDNESS. I SWEAR.

WELL, MR. DARK KNIGHT DETECTIVE, YOU ASKED IF I NEEDED ANY-THING...

...I NEED YOU TO GO.

ARE YOU SURE?

TRUST ME.

I'M LOIS LANE. AND I'VE GOT THIS.

ROBIN, WE'RE LEAVING.

GRRRR

SNIFF! SNIFF!

NOT THAT LONG AGO, DAD SAVED US ALL FROM AN EXTINCTION-LEVEL EVENT:

A **KRYPTONITE METEOR** THAT WAS GOING TO STRIKE THE EARTH.

HE HONESTLY THOUGHT HE WAS GOING TO DIE. AND FROM THE OTHER SIDE OF THE WORLD I HEARD HIM WITH MY SUPER-HEARING.

HE SAID IF HE SHOULD EVER FALL, HE WANTED ME TO TAKE HIS PLACE.

BUT HE **ALSO** SAID HIS GREATEST REGRET WAS THAT HE AND MOM MISSED OUT ON RAISING ME FOR ALL THOSE YEARS I WENT MISSING.

AND HOW HE **WISHED** THEY COULD HAVE THAT TIME **BACK.**

IF THIS **YOUNGER** ME STAYS AND I GO...

MS. LANE, I THINK YOU HAVE THINGS FROM HERE. I'LL BE ON MY WAY.

BACK TO THE FUTURE?

SOMETHING LIKE THAT.

HMM.

DON'T GO.

MAYBE YOU SHOULDN'T FLY AWAY TO THE FUTURE JUST YET.

I THINK...

...SOMEONE WOULD LIKE YOU TO STAY.

HE *TRUSTS* YOU.

I CAN'T DO THIS BY MYSELF.

SUPERMAN'S GONE. I THOUGHT WE'D ALL NEED SOMEONE TO TAKE HIS PLACE AND SAVE THE WORLD.

MAYBE WHAT I NEED IS FOR SOMEONE TO HELP ME SAVE *THIS* BOY.

I'LL DO WHAT I CAN, MS. LANE. I'LL BE BACK. HONEST.

YOU'LL BE HERE, TOMORROW?

THAT'S MY *NAME.*

BUT WHAT SHOULD I CALL YOU? FOR *REAL?*

ASK JON. HE KNOWS.

SO? WHO IS HE?

A FRIEND.

GOTHAM CITY.
AN AUXILIARY BATCAVE.

DAMIAN, WHAT ARE YOU WORKING ON?

KRYPTONITE BATARANGS.

FOR THIS "SUPERBOY."

JUST IN CASE.

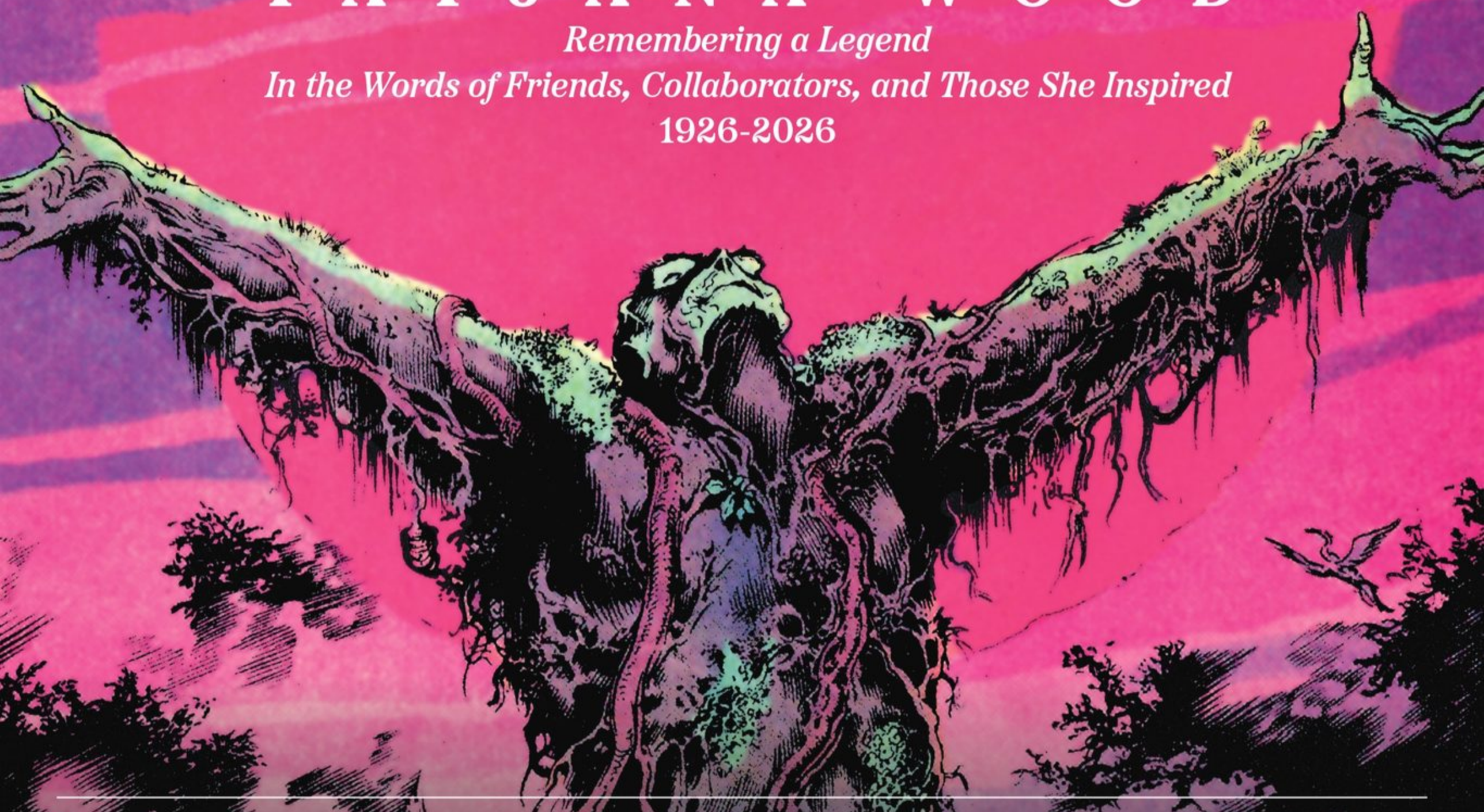
I DON'T TRUST HIM.

GOOD BOY.

NEXT TIME: BEPPO!

TATJANA WOOD

Remembering a Legend
In the Words of Friends, Collaborators, and Those She Inspired
1926-2026



"Tatjana was a trailblazer; her impact and influence are immeasurable. With her fine artist's touch and evocative palette, she made every story better."
—**Karen Berger** (editor, *Swamp Thing*, *Animal Man*, *Wonder Woman*, and more)

"I have to thank Tatjana for making me and many other artists look good. Her work was exemplary."
—**Brian Bolland** (artist, *Camelot 3000* and more)

"I never had to worry about whether the coloring would be good or not; she spoiled me in that regard."
—**Nancy A. Collins** (writer, *Swamp Thing*)

"I remember her fondly. With her dark, smoky voice and awesome color sense. With a limited palette and a lot of talent. She did miracles."
—**Denys Cowan** (artist, *The Question*)

"One of the greatest comic book colorists of the last century. When I found out Tatjana would be working on *The Warlord*, it made me want to do better work, and she always gave back more than she got."
—**Mike Grell** (writer/artist, *The Warlord*)

"Tatjana Wood was as vital to the legacy of Swamp Thing as any writer or artist. She was the through line connecting so many great eras of the title. Her work was the epitome of accentuating the line art without upstaging it. A true master. I count myself lucky to have worked with her."
—**Phil Hester** (artist, *Swamp Thing*)

"Underrated, except by history. Undervalued, except by her peers. She has been an inspiration to my journey, and so many others'."
—**Richard Horie** (colorist)

"Tatjana Wood was a storyteller. Her aesthetics were pure and stunning, her approach nuanced and innovative. Through masterful use of hue and value, without the shortcuts of modern technological effects, she defined a new frontier in coloring."
—**Marie Javins** (DC Comics editor-in-chief, colorist)

"I remember being around 10-12 years old, picking up the phone (usually after dinner), and hearing a gravelly woman's voice ask very nicely to speak to my father. I asked who she was. He said she was the best colorist in the business. I'm pretty sure my dad had Tatjana color everything he drew, and for that very good reason."
—**Andy Kubert** (artist, son of Joe Kubert)

"Tatjana made the world more beautiful, one brushstroke or gesture at a time."
—**Paul Levitz** (editor, *Swamp Thing*)

"She had an extremely limited palette to work with in those days, and the way she utilized those limitations proved masterful. Complete legend."
—**Lee Loughridge** (colorist)

"She was smart, talented, funny, and as nice to a then-young editor as I possibly could have hoped for. Just the best."
—**Stuart Moore** (editor, *Swamp Thing*, *BrainBanx*, and more)

"Words can't describe how impressive her work was. She managed to make magic from an extremely limited palette and almost none of the special effects that modern colorists take for granted."
—**Trish Mulvihill** (colorist, *Swamp Thing 1989*)

"Besides being one of the very best in her field, Tatjana was funny, creative, and wise. I was so lucky to know her."
—**Tom Peyer** (editor, *Swamp Thing*, *Animal Man*, and more)

"Tatjana colored the first comic I drew for DC and managed to pull my haphazard linework into beautiful, coherent pages. She took the trouble to pass on advice and help for how to navigate color comics linework, advice I am grateful for and still use!"
—**Steve Pugh** (artist, *Animal Man*)

"Tatjana stands at the forefront of the comic book industry's greatest colorists, whose work was produced during an era before computer coloring made that job much easier. Bless you and thank you, Tatjana, for all the beautiful work you've done throughout your amazing career."
—**John Totleben** (inker/artist, *Swamp Thing*)

"Tatjana's coloring was wonderfully subtle and muted; her colors perfectly complemented the line art and helped tell the story."
—**Chaz Truog** (artist, *Animal Man*)

"Tatjana understood the elegant beauty of the old-style coloring system better than anyone."
—**Rick Veitch** (writer/artist, *Swamp Thing*)

"Tatjana Wood was one of the great colorists who defined the aesthetics of mainstream comics during the late Silver Age and early Bronze Age."
—**José Villarrubia** (colorist, remastering *Swamp Thing*)

"Tatjana's coloring helped make all of us on *Swamp Thing*, including [Bernie] Wrightson, look good. A beautiful spirit that created beauty out of pulp ingredients."
—**Thomas Yeates** (artist, *Swamp Thing*)

A LOST CLASSIC DECADES IN THE MAKING—THE LONG-AWAITED ISSUES #88-91 ARRIVE, AND THE AMBITIOUS FINAL EPIC BEGINS!

SWAMP THING 1989

Written by
RICK VEITCH

Art by
MICHAEL ZULLI
VINCE LOCKE
TOM MANDRAKE

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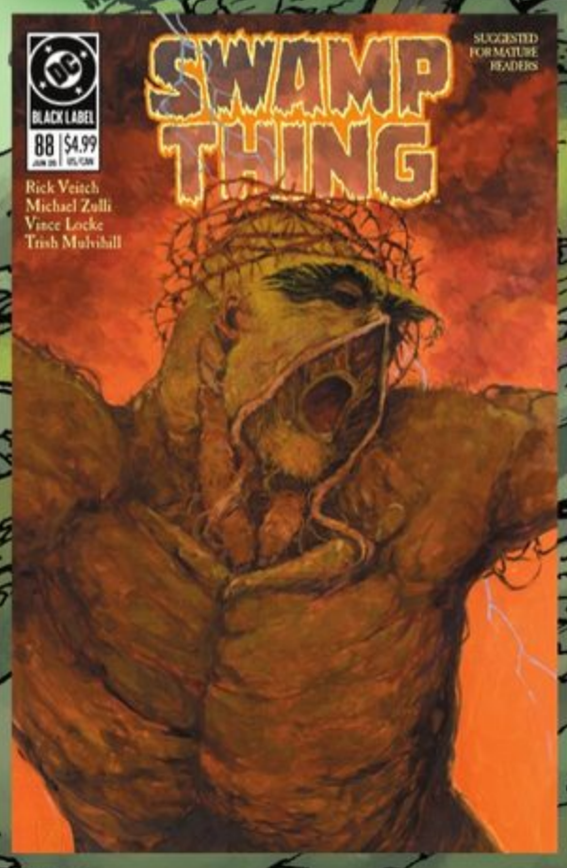
Variant cover by
MICHAEL ZULLI



BLACK LABEL

Ages 17+

Presented in period-accurate trade dress
4 issues monthly beginning
APRIL

DC NATION SPOTLIGHT ON

DC NEXT LEVEL

THE FURY OF FIRESTORM

INTERVIEW WITH JEFF LEMIRE AND RAFAEL DE LATORRE

Firestorm burns brighter, and more dangerously, than ever in *The Fury of Firestorm*, a bold new Next Level series from writer Jeff Lemire and artist Rafael De Latorre. Blending psychological horror, atomic-level spectacle, and a deep reverence for the hero's legacy, the series pushes one of DC's most volatile characters to his breaking point. When the Firestorm matrix begins to evolve beyond control, the fallout will reshape everything.

A HERO REIGNITED.

JEFF LEMIRE: This is a character I've loved since I was a kid in the '80s. I've always found him fascinating. There have been many versions of Firestorm over the years, and when I started talking with Scott Snyder and our DC editors, Andrew Marino and Marquis Draper, about Next Level, Firestorm came up. Andrew and Marquis are huge fans, and so am I.

We started thinking about how we could celebrate everything we love about the character while also doing something fresh, bold, and accessible to a new generation of readers. I challenged myself to really push it, and having Rafael as my partner made that easier. He's such a versatile artist; he can move between styles and bring different takes to the character in a really dynamic way.

LEMIRE: In the first issue, we learn that Ronnie is trying to control Firestorm on his own for the first time. He doesn't have a copilot, and as a result, he's losing control. The Firestorm matrix may have become sentient and autonomous, and Ronnie is buried deep inside.

From there, Firehawk, Lorraine Reilly, embarks on a desperate search across the DC Universe for Professor Stein, believing he may be the only one who can help Ronnie.

REALITY REIMAGINED.

RAFAEL DE LATORRE: It's been such a pleasure working on this project. When the idea was pitched to me, I was instantly hooked; it had so much potential. I also have to mention the incredible work colorist Marcelo Maiolo has done on these pages. We're close friends, and we talked a lot about exploring different styles throughout the book.

That's been one of the most exciting parts of the process, playing with different realities and leaning into different storytelling approaches. The colors really elevate that. They're pretty amazing.

ATOMIC-LEVEL STAKES.

LEMIRE: What's always fascinated me about Firestorm is that at its heart, it's a story about identity. Traditionally, it's two people merged into one, fighting for control of the incredibly powerful Firestorm matrix. There have been different iterations over the years, but the one constant is change. Firestorm is always evolving, always in flux.

He's also one of the most underrated characters in terms of power level. At his base, he can manipulate reality at the atomic level, and the only real limit to that power is whoever's in control of it.

NO COPILOT. NO CONTROL.

LEMIRE: That kind of power can be terrifying, and I started wondering what would happen if it went wrong, if Ronnie Raymond and Professor Stein lost control. In our story, Firestorm walks into a small town in Colorado and begins experimenting, first with objects, then with people. There's definitely a horror element to the book.

PAST AND PRESENT COLLIDE.

LEMIRE: On a fun meta level, while all this is happening in the present-day DC Universe, Ronnie is trapped inside the matrix, reliving his classic adventures. He's stuck in a loop the matrix has created to keep him subservient.

It allows us to celebrate Firestorm's past and revisit the different versions of the character over the years while pushing him into something new.

DON'T MISS THE FURY OF FIRESTORM, ON SALE MONTHLY!

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